

## East Taylor–Jackson (ETJ) Instructional Rules

1. Instructional game play will be a simulated style of game play.
2. A game will last either four innings or 60 minutes (whichever comes first).
3. This is a coach pitch/machine/Teeball league.
4. Regulation baseballs will not be used for games or practice. A soft version of the regulation ball will be provided by the league, which shall be the only ball used.
5. Score will be kept but kept close on the score board. However, every player will receive a participation trophy at the end of season.
6. Each batter will have a maximum of five (5) swings. If the batter does not hit a fair ball after the allotted five (5) swings, a tee will be used in order to hit the ball, until the ball is hit fair.
7. The entire roster will bat every inning. If and when 3 outs are recorded in an inning by the defensive team, the remainder of the offensive team will bat, however, any runs scored after that point will not be counted that inning.
8. Face masks and helmets must be worn for every batter and runner.
9. There will be no strikeouts, base on balls, called balls and strikes, awarding of 1<sup>st</sup> base if hit by pitch, leadoffs or stealing of bases or infield fly rule. All batters, base runners and on deck batters will wear helmets with face mask. Game play can be stopped at any time to given players instruction.
10. A ball must travel 10 feet from home plate to be a fair ball. A line should be made prior to the start of the game with a dry line marker to designate the area that is 10 feet from home plate. Any ball that does not travel 10 feet will be considered a foul ball.
11. A runner may advance to the next base when a batted ball is in the infield and outfield. Runners may only advance one base if a ball is thrown into the outfield and infield.
12. All fielders must remain at least 46 feet from home plate. A line may be drawn from third base through front of pitchers mound circle over to first base. All players must remain behind the line until the ball is hit.
13. Only people with background clearance may be permitted on the field or dugout.
14. There is no forfeit in the instructional league. If one team or both do not have enough players. The other team or both will give one another enough players to field a team.
15. No bunting allowed, batter must take full swing.
16. Any abusive language or unsportsmanship conduct or damage to equipment by either coaches or players will not be tolerated and will mean automatic ejection format he game.
17. Must keep same batting order, anyone coming late goes at the end of the batting order.